

ABSTRACT OF THE DISCLOSURE

A 3D game machine is provided with a monitor 11 provided at a specified height position of a casing 10 for displaying images, a game control unit 100 for controlling the progress of a game, and an image control unit 110 for generating a 3D image viewed from a viewing point of a simulated camera and displacing it as a game image on a screen of the monitor 11. A transverse position and a height position of the head of a game player located in a play area before the screen of the monitor 11 are detected using one ultrasonic transmitter 31 and two ultrasonic receivers 32, 33, and the viewing point of the simulated camera is so moved as to follow a displacing direction and a displacing amount of the detected position of the game player's head. Accordingly, the viewing point of the simulated camera can follow free movements of the game player. Therefore, images viewed from the viewing point intended by the game player can be actively displayed.